A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

Forsaken Paths

VAMPIRE

THE MASQUERADE

Forsaken Paths

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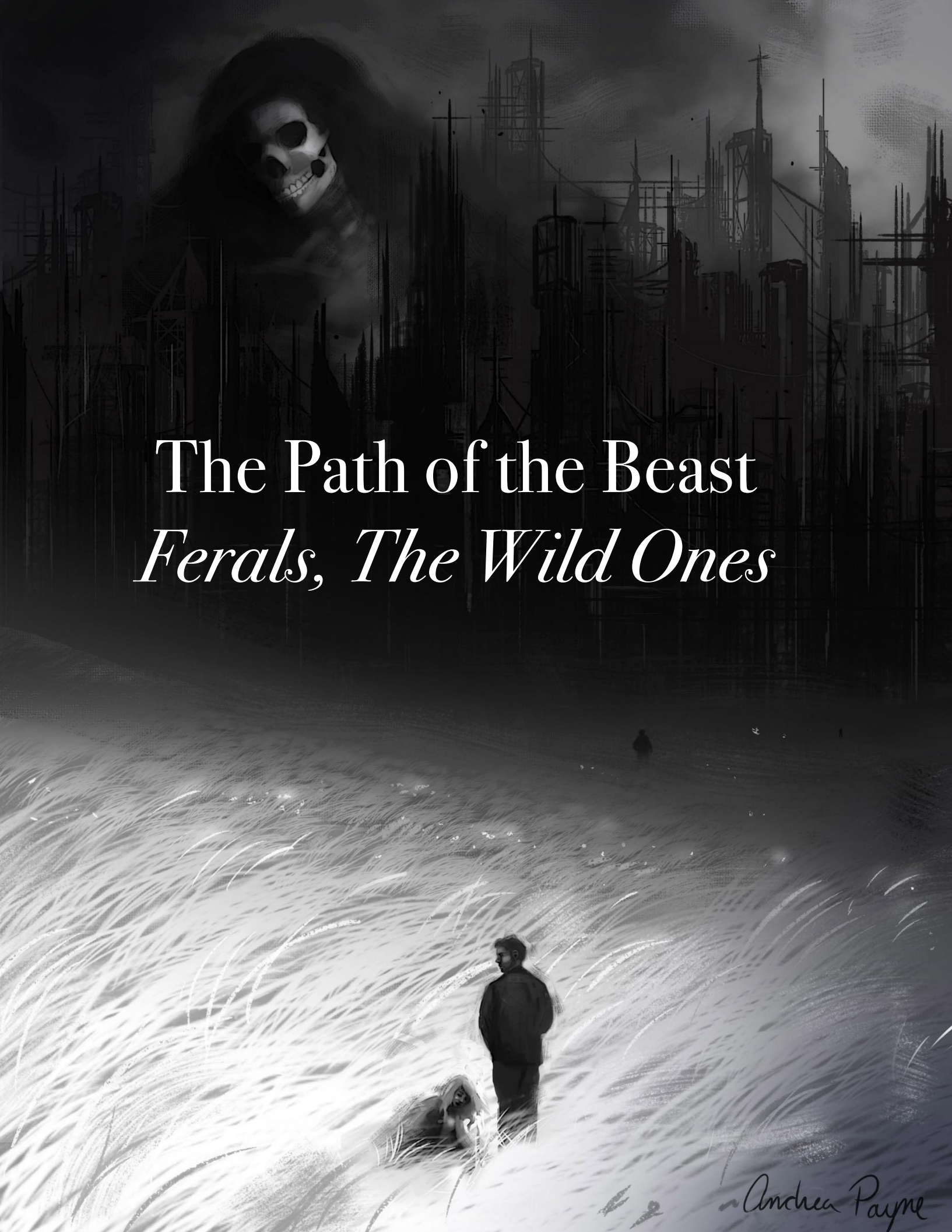
Introduction

It is well known that in war, the first casualty is truth — that during any war truth is forsaken propaganda.

— Harry Browne

Forsaken does not mean gone or forgotten. In these modern nights paths that once flourished within the Sabbat did not simply disappear. The following pages present the Forsaken Paths of the Sabbat as additional antagonist, shedding light why they are no longer aligned with the sect and how they continue to survive outside of the Black Hand. This isn't a guide to make these paths useable for Player Characters, but an additional tool provided to Storytellers.


The Path of the Beast
Ferals, The Wild Ones
Andrea Payne

The premise of the Path of the Beast is to accept one's nature, allowing the Cainite to not just master but to become one with their monstrous nature. The embrace made Ferals into the ultimate predator, carrying little for the trappings of civilization. At the core of their existence, hunger and safety take priority over politics and petty grudges. The Sabbat like to say followers of this path have lost themselves to the Beast and have fallen to Wassail. Followers see themselves as throwing off the shackles of society and obtaining freedom the Black Hand preaches about while sending its members to a needless death.

Too many view the violence of The Wild Ones as signs they have lost themselves. The truth of the matter is they temper their actions, only unleashing their full fury as needed. Prey which isn't killed lives to be prey another night. Few Ferals cared they fell out of favor with the sect. Most of them had grown accustomed to surviving on nothing more than their wits and their skills and are relieved they are no longer involved with the petty, unnecessary rivalries within the Black Hand.

Ethics of the Path

- The Beast isn't some manifestation of evil. It's an ally ensuring your survival. Let it guide you.
- The Dark Father saw the folly in attempting to co-exist with the Children of Abel and playing in their petty political games. Don't fall into the trappings of society and technology.
- Existing does not cut it, you must continue to prove yourself and advance your skills nightly.

In Chronicles

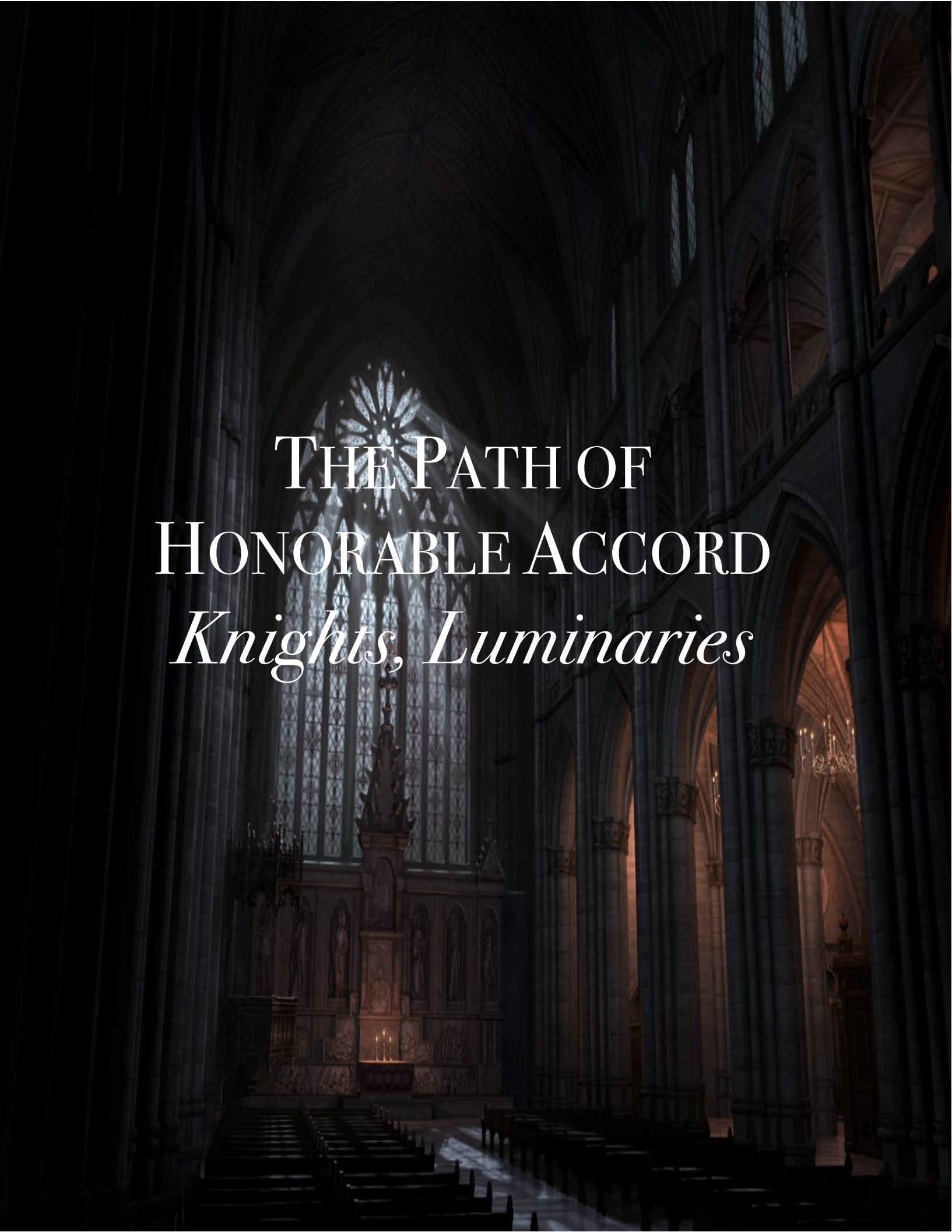
Followers of the Path of the Beast are survivalists first, hunters second, and everything else doesn't matter. These are not mindless animals — rampaging through the streets and countryside leaving corpses of their enemy in their wake. These are predators, stalking their prey in the darkness, leaping out of the shadows to bring down their target with ruthless efficiency, killing only out of necessity. One cannot feed from a dead kine again, but a live witness can draw hunters.

Ferals packs disregard societal norms and pleasantries. Most, if not all, are nomadic. They establish hunting grounds on the fringes of a city, staying only so long as the prey remains plentiful and there's little in the way of threats. This behavior is the antithesis of traditional Sabbat tactics of throwing bodies at problems, be it the Second Inquisition or rival sects. The Wild Ones simply move on to the next city or town rather than risk their survival for a cause they care little for.

Rumors of Ferals falling to Wassail are not unheard of, nor are they blatantly false. The line between living with embracing one's Beast and being overtaken by it can be difficult to tell from an outsider's perspective. Cainites on the Path of the Beast show such little regard for Sabbat causes. They have not just fallen out of favor within the sect but have fallen out of the sect entirely.

Disciplines

Many followers of this path focus on Disciplines that aid in their survival. Protean, Auspex, and Obfuscate cover combat, situational awareness, and stealth. They combine them with any physical Disciplines to enhance their abilities. Few seek out mental Disciplines as they are ineffective when the Beast takes hold.



The Path of Honorable Accord

Knights, Luminaries

The premise of the Path of Honorable Accord is one of chivalry, duty, and service. They view themselves no differently than they did more than five hundred years ago at the sect's founding. Through discipline and service to others, they held their Beast at bay. From an outsider's perspective, followers of other paths saw Knights as fooling themselves, viewing their ways as being too like mortal behavior. As other paths continued to move further toward depravity, it became a difference without a distinction.

In the end, the gap became too wide. Knights still hold themselves to their ideals in service to Caine and duty to fight the hated Camarilla, but they no longer do so under the banner of the Black Hand. Some have found themselves in Anarch domains, particularly finding a home with the Church of Caine. Where they were once Paladins and Templars of the Sabbat, they have become Doorkeepers for the so-called Heretics.

Ethics of the Path

- Be honorable in all your actions. Do not associate with those who would bring you down with their disreputable deeds.
- Control your Beast. Do not give in to anger, fear, or the hunger which feeds it.
- Support those who act in an honorable fashion. Be an example to others and lift those around you in all you do.

In Chronicles

Followers of the Path of Honorable Accord are a throwback to the ideals of the knights of old, if not how they were but how the media portrays them. Highly structured and ritualized, Luminaries kept their traditions and values and watched as the Sabbat slowly became more debased. Maintaining one's self-control and virtues while your supposed allies indulge in the excesses of pleasure, cruelty, and malicious violence raises questions about if you gave your loyalty to those who are unworthy of it.

The Gehenna Wars have taken a toll on the number of Knights in the Sabbat. Skilled warriors and commanding leaders, they often found themselves on the front lines of battle leading the charge and fighting to the end. Most on the Path of Honorable Accord were older neonates and ancilla whose numbers were depleted fighting the Camarilla, the Second Inquisition, and other enemies. Those who survived couldn't find enough common ground with the Black Hand for it to work.

These nights the Luminaries find themselves to be soldiers without an army. The few packs on the Path of Honorable Accord who remain within the Black Hand do so in direct service to an Archbishop or Bishop, acting in the role of protectors of the domain. Many more are searching for a way to continue their calling. Anarch domains which find themselves in conflict with the Ivory Tower may find themselves with an influx of Knights, looking for a place they can once again lead the charge against the Camarilla. They are often viewed as too rigid and uptight to fit in long enough to find a lasting home. With the rise of the Church of Caine in recent nights, those on the Path of Honorable Accord have found a suitable replacement for the Sabbat.

Disciplines

Many followers of this path learn Disciplines they consider to be noble. They wield Dominate and Presence like a sledgehammer when forced to deal with mortals, yet they use them with surgical precision in interactions with other Cainites. It's rare to find a Knight who is not competent in the use of at least one physical Discipline when they answer the call for battle.

THE PATH OF LILITH
Lilins, Witches
Andrea Payne

The premise of the Path of Lilith is true knowledge and power comes through experiencing hardship. One does not know what they can endure without discovering firsthand what their limits are. Suffering builds character, and Witches dedicate their unlives to embracing as much as they can. Lilith taught Caine how to use his blood to achieve greatness, but it wasn't easy. The Mother of Monsters did not just activate the blood within him, she brought him to his lowest point to where he had no other choice but to use the gifts he did not know he had.
For Lilins, the suffering they require to find spiritual and emotional growth doesn't exist within Camarilla or Anarch held territories. There they are rarely bothered by other Cainites and can practice their ways out in the open. The Sabbat on the other hand view Witches as heretics, torturing and killing them if found within the sect. Before the formation of the Sabbat, the Path of Lilith had followers, but it thrived and grew under the suffering administer by the Black Hand. Besides, there's no better domain to find mortals who are suffering and in need of the Dark Mother's teachings than those held by the Sabbat.

Ethics of the Path

- Through her pain and suffering the Dark Mother gained wisdom. Never shy away from the lessons it teaches.
- Nurture those who are worthy into Lilith's grace. Destroy those who believe the lies of Caine.
- Creation is the gift passed down to us by Lilith. Never miss an opportunity to bring something new into this world.

In Chronicles

Followers of the Path of Lilith are masters of deceit and corruption and have worked against Sabbat interest since the sect first began.
Viewed as heretics by the sect at large for the crime of recognizing Lilith for her role in teaching Caine to use the power of the blood, they have functioned within the Black Hand in secret for centuries. Being hunted made them experts at hiding their true selves and blending in with those who would hunt them. Witches identify those who experience suffering and guide them toward the teachings of the Dark Mother, sometimes as a shoulder to cry on, sometimes as the hand holding the chains strangling them.
Lilins frequently can hide much of their practices within the plain site of the sect. Acts of depravity in the eyes of the Anarchs and Camarilla are commonplace with the Sabbat, leaving the Black Hand none the wiser when they witness a Witch flay a mortal or indulge in their extravagant desires. Witches can infiltrate a pack following any path, slowly gaining power and control, eliminating threats, and finally turning the pack to the teachings of the Dark Mother.
The threat of discovery by followers of other paths looms over everything a Lilin does. Despite the collapse of the larger unified Sabbat, Children of Caine still see followers of the Path of Lilith as heretics worthy of destruction. The Witches like it that way and see it as another source of suffering from which to gain wisdom.

Disciplines

Many followers of this path excel in the practice of blood magic. Blood Sorcery stands out as the most frequently practiced, using rituals forgotten by the Black Hand against the Children of Caine. Increasingly the use of Oblivion and even Thin Blood-Alchemy are becoming widespread among Witches.

Forsaken Paths

Sabbat: The Black Hand introduces a new antagonist into Vampire: The Masquerade 5th Edition, detailing how its members cast aside Humanity and follow Paths of Enlightenment, giving Storytellers new tools to implement into games. But what about the paths that are relics of nights past, unsuitable for the sect's current needs, or outright blasphemous against the teachings of the Sabbat?

This book contains additional details for Storytellers for:

- The Path of the Beast
- The Path of Honorable Accord
- The Path of Lilith

WORLD OF DARKNESS

R 18+

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